

Monopoly Project Plan

Submitted to: **Mr. Fulk**

Project Manager: **Rohit Suresh**

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Project Overview: Create a fully functional monopoly game with a GUI and computer player that takes risks based on a threshold set by the user.

Project Team: I am working alone, so I will do everything.

Challenges: There are a lot of corner cases in monopoly, and those cases are likely to cause issues in my class structure. Furthermore, calculating risk-benefit analysis for the computer will be complicated.

Major Tasks and Schedule: Develop the class structure and create a fully functional game through System.in, create risk-benefit algorithm for computer player, create GUI

Task	When	Responsible
Develop class structure	May 5	Rohit
Risk-benefit algorithm	May 12	Rohit
Create GUI	May 27	Rohit

